IN THE CLAIMS:

1 31. (Amended) A computer software program embodied on a computer-readable
2 medium, wherein the software program comprises a plurality of instructions, wherein the
3 plurality of instructions are configured to:
4
5 process a first set of data from a first body sensor, wherein the first set of data represents
6   the physical status of a part of a first body relative to a first reference point;
7
8 process a second set of data from a second body sensor, wherein the second set of data
9   represents the physical status of a part of a second body relative to a second reference
10   point;
11
12 emulate the first body in [the] a virtual three-dimensional environment by changing one
13   or more attributes of a first cursor, wherein the first cursor comprises a first plurality
14   of nodes configured as a first point hierarchy;
15
16 emulate the second body in the virtual three-dimensional environment by changing one or
17   more attributes of a second cursor, wherein the second cursor comprises a second
18   plurality of nodes configured as a second point hierarchy;
19
20 position the first cursor and the second cursor within [a] the virtual environment; and
21
22 integrate the first cursor and the second cursor and the virtual environment into a
23   database.

1 32. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to move two or more of the nodes in the
3 first plurality of nodes in response to the first set of data indicating that one or more
4 points [point] in the hierarchy moved.

1 35. (Amended) The computer software program as recited in claim [33] 31, wherein the
2 first reference point and the second reference point are the same point.

1 38. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to render the virtual environment in stereo
3 [is three-dimensional].

1 41. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to [load] store the virtual environment
3 [from] to a storage device.

1 43. (Amended) The computer software program as recited in claim 31, wherein the first
2 cursor depicts at least part of a human figure.

59. (Amended) The computer software program as recited in claim 31, wherein the first
and second sets of data [are non-real-time] do not vary in real-time.

60. (Amended) The computer software program as recited in claim 31, wherein the first
and second sets of data [are non-real] vary in real-time.

66. (Amended) A kit for creating an interactive, multi-user three-dimensional virtual
reality world, the kit comprising:

two or more body part sensing means, each configured to be worn by a separate body;
    and

a computer software program embodied on a computer-readable media, the program
    comprising a plurality of instructions, wherein the instructions are configured to:

        process a first set of data from the first body part sensor, wherein the first set of
            data represents the physical status of a first part of a first body relative to a
            first reference point;

        process a second set of data from the second body part sensor, wherein the second
            set of data represents the physical status of a second part of a second body
            relative to a second reference point;

        emulate the first body in the three-dimensional virtual world [environment] by
            changing one or more attributes of a first cursor, wherein the first cursor
            comprises a first plurality of nodes configured as a first point hierarchy;

        emulate the second body in the three-dimensional virtual world [environment] by
            changing one or more attributes of a second cursor, wherein the second cursor
            comprises a second plurality of nodes configured as a second point hierarchy;

        position the first cursor and the second cursor within the virtual world; and

        integrate the first cursor and the second cursor and the virtual world into a
            database.

72. (Amended) A computer system configured to creating an interactive, multi-user
three-dimensional virtual reality world, the computer system comprising:
a central processing unit;

a memory coupled to the central processing unit;

one or more display processors; and

a computer software program embodied on a computer-readable media, the program
comprising a plurality of instructions, wherein the instructions are configured to:

11	
12	process a first set of data from a first body part sensor, wherein the first set of data
13	represents the physical status of a first part of a first body relative to a first
14	reference point;
15	
16	process a second set of data from a second body part sensor, wherein the second
17	set of data represents the physical status of a second part of a second body
18	relative to a second reference point;
19	
20	emulate the first body in the three-dimensional virtual world [environment] by
21	changing one or more attributes of a first cursor, wherein the first cursor
22	comprises a first plurality of nodes configured as a first point hierarchy;
23	
24	emulate the second body in the three-dimensional virtual world [environment] by
25	changing one or more attributes of a second cursor, wherein the second cursor
26	comprises a second plurality of nodes configured as a second point hierarchy;
27	
28	position the first cursor and the second cursor within the virtual [reality] world;
29	and
30	
31	integrate the first cursor and the second cursor and the virtual [reality] world into
32	a database.

1 76. (Amended) The computer system [kit] as recited in claim 70, wherein said first
2 cursor and said second cursor represent objects selected from the group comprising:
3 machines, articles of manufacture, animals, molecules, human figures, human body parts,
4 tools, and three-dimensional objects.

1 78. (Amended) The method as recited in claim 77, further comprising generating
2 stereophonic three-dimensional sounds to produce [the] an experience that a source for
3 the sounds is located in a specific location in the virtual world.

1 84. (Amended) The method as recited in claim 83 [77], wherein said first partial image
2 is generated from a viewpoint related to the position and orientation of said first cursor in
3 said virtual world.

1 89. (Amended) The method as recited in claim 77 [74], wherein said first cursor and
2 said second cursor represent objects selected from the group comprising: machines,
3 articles of manufacture, animals, molecules, human figures, human body parts, tools, and
4 three-dimensional objects.

Please add the following new claims:

1 90. (New) A kit for creating virtual three-dimensional objects in an interactive, multi-
2 user three-dimensional virtual reality world, the kit comprising:

3
4   one or more body part sensing means configured to sense a first user body;
5
6   a display device configured to display a first image; and
7
8   a computer software program embodied on a computer-readable media, the program
9   comprising a plurality of instructions, wherein the computer software program is
10   configured to be executed on a computer coupled to said one or more body sensing
11   means and said display device, wherein the instructions are configured to:
12
13   receive a first set of data from the first body part sensing means;
14
15   emulate the first body in the three-dimensional virtual world by changing one or
16   more attributes of a first cursor, wherein the first cursor comprises a first
17   plurality of nodes configured as a first point hierarchy;
18
19   move the first cursor within the virtual world based on the first set of data;
20
21   modify a virtual three-dimensional work piece based on the motion of the first
22   cursor within the virtual world; and
23
24   update a database to reflect the changes to the virtual three-dimensional work
25   piece.

1   91. (New) The kit as recited in claim 90, wherein the first cursor is a virtual tool, and
2   wherein the three-dimensional work piece is a virtual sculpture.

1   92. (New) The kit as recited in claim 90, wherein the instructions of said computer
2   software program are further configured to:
3
4   receive a second set of data from one or more second body sensing means
5   configured to sense a second user body;
6
7   emulate the second body in the three-dimensional virtual world by changing one
8   or more attributes of a second cursor, wherein the second cursor comprises a second
9   plurality of nodes configured as a second point hierarchy;
10
11   move the second cursor within the virtual world based on the second set of data;
12   and
13
14   modify the virtual three-dimensional work piece based on the motion of the
15   second cursor within the virtual world.

1   93. (New) The kit as recited in claim 92, wherein the instructions of the computer
2   software program are configured to cause the updated database to be rendered on said
3   first display device and on a second display device configured to display a second image,